STATEMENT UNDER 37 CFR 3.73(b)			
Applicant/Patent Owner: AKITA, MANABU			
Application No./Patent No./Control No.: 10/799,452 Filed/Issue Date: March 12, 2004			
Entitled:	GAME APPARATUS, GAME METHOD, AND PROGRAM		
<u></u>	Konami Corporation (Name of Assignee)	, a (Type of Assignee:	corporation corporation, partnership, university, government agency, etc.)
states that it is:  1.  the assignee of the entire right, title, and interest; or  2.  an assignee of less than the entire right, title and interest.  (The extent (by percentage) of its ownership interest is%)  in the patent application/patent identified above by virtue of either:			
<ul> <li>A. An assignment from the inventor(s) of the patent application/patent identified above. The assignment was recorded in the United States Patent and Trademark Office at Reel <u>015456</u>, Frame <u>0724</u>, or a true copy of the original assignment is attached.</li> <li>OR</li> <li>B. A chain of title from the inventor(s), of the patent application/patent identified above, to the current assignee as follows:</li> </ul>			
. •	. From:, Frame, From:	States Patent and	Trademark Office at have a copy thereof is attached.
·	The document was recorded in the United Reel, Frame	States Patent and or for which	Trademark Office at
	The document was recorded in the United Reel, Frame	States Patent and	Trademark Office at
Additional documents in the chain of title are listed on a supplemental sheet.  As required by 37 CFR 3.73(b)(1)(i), the documentary evidence of the chain of title from the original owner to the assignee was, or concurrently is being, submitted for recordation pursuant to 37 CFR 3.11  [NOTE: A separate copy (i.e., a true copy of the original assignment document(s)) must be submitted to Assignment Division in accordance with 37 CFR Part 3, to record the assignment in the records of the USPTO. See MPEP 302.08]			
	rsigned (whose title is supplied below) is authors signature  Richard T. Ogawa  Printed or Typed Name  Title	orized to act on beha	Date (650) 324-6361 Telephone Number